

2: servo controller

3: memory

3a: skip point table

4: interface circuit

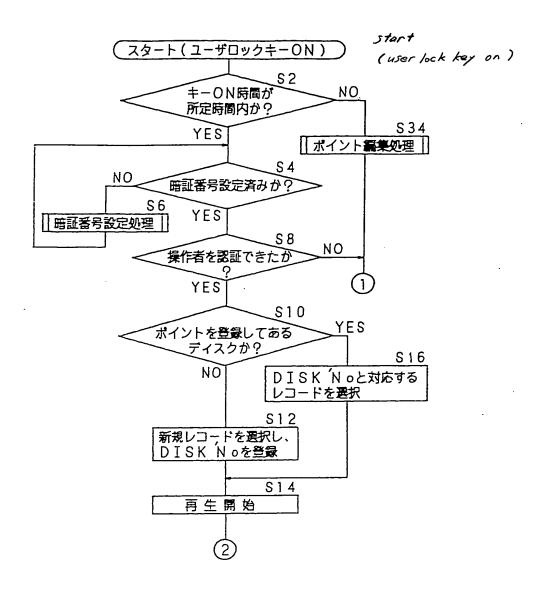
5: operation keys

5a: PLAY key

5b: USER LOCK key

5c: POINT key

5d: UP/DOWN key



S2: depressed time period is within predetermined value?

S4: identification number has been set?

S6: identification number setting process

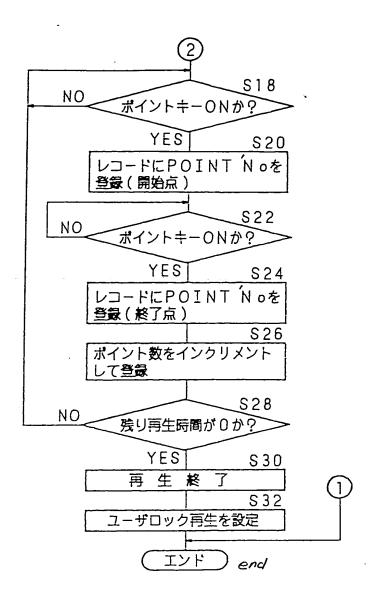
S8: operator is authenticated?

S10: DISK # has been registered?

S16: select record associated with DISK#

S12: register DISK # as new record

S14: start reproduction



S18: POINT key is ON?

S20: register POINT # as start point record

S22: POINT key is ON?

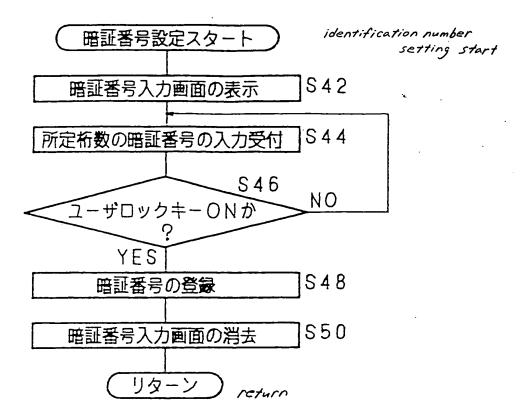
S24: register POINT # as termination point record

S26: increment total number of skip point

S28: remaining reproduction time is zero?

S30: terminate reproduction

S32: establish user lock reproduction



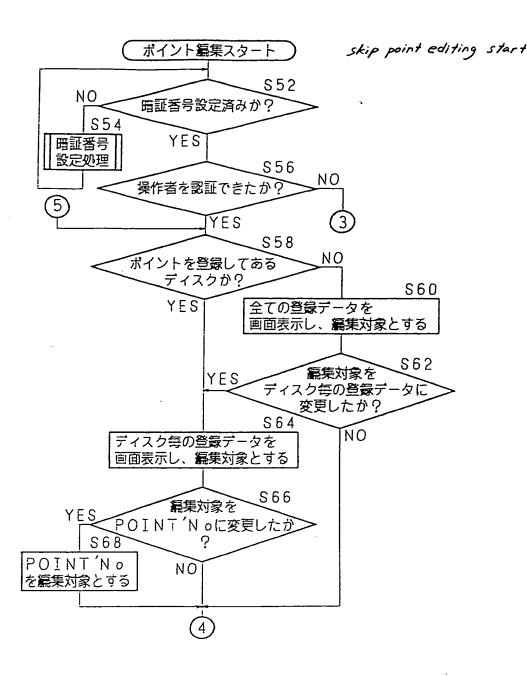
S42: display screen for identification number input

S44: accept identification number with predetermined number of digit

S46: USER LOCK key is ON?

S48: register identification number

S50: erase screen for identification number input



S52: identification number has been set?

S54: identification number setting process

S56: operator is authenticated?

S58: DISK # has been registered?

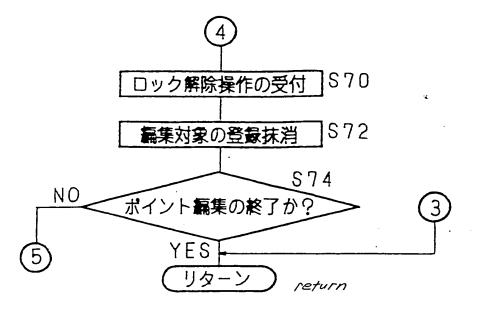
S60: display all registered data as object to be edited

S62: loaded disk information is made edited object?

S64: display loaded disk information as edited object

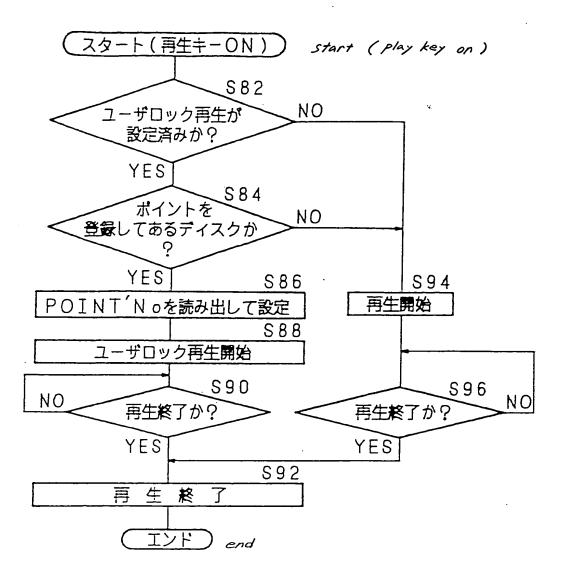
S66: edited object is changed into POINT #?

S68: POINT # is made edited object



S70: accept lock cancel operation

S72: cancel registration of edited objectS74: skip point editing is terminated?



S82: user lock reproduction has been established?

S84: POINT # has been registered?

S86: read out POINT #

S88: start user lock reproductionS90: reproduction is terminated?

S92: terminate reproduction

S94: start normal reproduction

S96: reproduction is terminated?

disk #	title #	chapter # Point }	total number of skip point
DISK 'No	PO11 タイトル ' No	YT No , Y	ポイント数
1	. 1	1 A-A' 2 A-A' 4 A-A', B-B'	4
2	3	1 A-A' 3 A-A', B-B' 5 A-A', B-B'	5
3	1	2 A-A', B-B' C-C'	. 3
4	1	2 A-A' 4 A-A', B-B' 8 A-A'	4
. 5	1	6 A – A	1
6	. 1	1 A-A', B-B' C-C', D-D'	4
	·		